

WHAT IS CLAIMED IS:

1. A gaming machine comprising:

a cabinet;

a door openably and closably supported by the
5 cabinet;

a liquid crystal display unit which is supported
by the door and provides an image associated with a
game;

a transparent member which is supported by the
10 door; and

a buffer provided between the liquid crystal
display unit and the door.

2. The gaming machine according to claim 1,
wherein the transparent member is a glass plate or a
15 touch panel.

3. The gaming machine according to claim 1,
wherein a plurality of buffers each being identical
with the buffer are provided.

4. The gaming machine according to claim 1,
20 wherein the door includes a frame supporting the
liquid crystal display unit through the buffer,

the liquid crystal display unit is supported by
the frame at a back thereof, and

25 the buffer supports the liquid crystal display
unit and the transparent member keeping a distance
therebetween.

5. The gaming machine according to claim 1,
wherein the buffer has a first groove in which
the liquid crystal display unit is inserted and a
second groove distant from the first groove in which
5 the transparent member is inserted.

6. The gaming machine according to claim 4,
wherein the door further includes a cover being
supported by the frame, the cover has an opening at a
center thereof,

10 a front of the liquid crystal display unit is
exposed from the opening through the transparent member,
and

15 a peripheral portion of the liquid crystal
display unit is covered by the cover at the front
thereof.

7. The gaming machine according to claim 4,
wherein the frame has a recess in which the liquid
crystal display unit held by the buffer is set.

8. The gaming machine according to claim 1,
20 wherein the door includes a frame supporting the
liquid crystal display unit through the buffer,
the liquid crystal display unit is supported by
the frame at a back thereof and
the buffer is in contact with the liquid crystal
25 display unit and the frame.

9. The gaming machine according to claim 8,

wherein an end face of the liquid crystal display unit has a hollow extending in a direction perpendicular to the end face, and

5 the buffer has a projection of which shape corresponds to a shape of the hollow; and

the projection is inserted in the hollow.

10. The gaming machine according to claim 8,

wherein the door further includes a cover being supported by the frame, the cover has an opening at a 10 center thereof,

a front of the liquid crystal display unit is exposed from the opening through the transparent member, and

15 a peripheral portion of the liquid crystal display unit is covered by the cover at the front thereof.

11. The gaming machine according to claim 8, wherein the frame has a recess in which the liquid crystal display unit held by the buffer is set.

20 12. The gaming machine according to claim 8, wherein the transparent member has at least one corner, and

the gaming machine further comprising a second buffer which covers the corner of the transparent 25 member.

13. The gaming machine according to claim 1,

wherein the door further includes a frame supporting the liquid crystal display unit through the buffer,

5 the liquid crystal display unit is supported by the frame at a back thereof

the liquid crystal display unit has at least one projection on an end face thereof, the projection projects in a direction perpendicular to the end face, and

10 the buffer covers the projection.

14. The gaming machine according to claim 13, wherein the frame has a recess in which the liquid crystal display unit held by the buffer is set.

15. The gaming machine according to claim 13, wherein the frame has a hole in which the buffer is set.

16. The gaming machine according to claim 13, wherein the door further includes a cover being supported by the frame, the cover has an opening at a 20 center thereof,

a front of the liquid crystal display unit is exposed from the opening through the transparent member, and

25 a peripheral portion of the liquid crystal display unit is covered by the cover at the front thereof.

17. The gaming machine according to claim 13,
wherein the transparent member has at least one
corner, and

5 the gaming machine further comprising a second
buffer which covers the corner of the transparent
member.

18. The gaming machine according to claim 1,
wherein the door includes a frame supporting the
liquid crystal display unit through the buffer,
10 the liquid crystal display unit is supported by
the frame at a back thereof,

15 the liquid crystal display unit has at least one
projection on an end face thereof, the projection
projects in a direction perpendicular to the end face,
and

the buffer holds the projection.

19. The gaming machine according to claim 18,
wherein the projection has a holding portion for
holding the buffer, and
20 the buffer is held by the holding portion.

20. The gaming machine according to claim 19,
wherein the holding portion includes a cutout
provided at a tip of the projection,
the buffer includes a groove which is shaped in
25 such a way that the width of part of the buffer is
equal to the width of the cutout and the width of the

groove corresponds to the thickness of the projection,
and

the holding portion is set in the groove of the
buffer.

5 21. The gaming machine according to claim 18,
wherein the frame includes an outer frame and an
inner frame which is fixed to the outer frame; and
the buffer is fixed to the inner frame.

10 22. The gaming machine according to claim 18,
wherein the door further includes a cover being
supported by the frame, the cover has an opening at
center thereof,

15 a front of the liquid crystal display unit is
exposed from the opening through the transparent member,
and

a peripheral portion of the liquid crystal
display unit is covered by the cover at the front
thereof.

20 23. The gaming machine according to claim 1,
wherein the door includes a frame in which the
liquid crystal display unit is set from a back thereof,
and a cover being supported by the frame and having an
opening at a center thereof,

25 the display unit is exposed from the opening
through the transparent member,

the liquid crystal display unit has at least one

projection on an end face thereof, the projection projects in a direction perpendicular to the end face,

the buffer holds the projection, and

5 the cover covers a peripheral portion of the liquid crystal display unit and supports the liquid crystal display unit through the buffer.

24. The gaming machine according to claim 23, wherein the projection has a holding portion for holding the buffer, and

10 the buffer is held by the holding portion.

25. The gaming machine according to claim 24, wherein the holding portion includes a cutout provided at a tip of the projection,

15 the buffer includes a groove which is shaped in such a way that the width of part of the buffer is equal to the width of the cutout and the width of the groove corresponds to the thickness of the projection, and

20 the holding portion is set in the groove of the buffer.

26. The gaming machine according to claim 23, further comprising a sealing member,

25 wherein the sealing member is in intimate contact with the peripheral portion of the transparent member and the cover.